

DLC and Its Consequences Have Been a Disaster for the Video Game Industry



With [Payday 3](#) and [Cities: Skylines 2](#) having questionable launches, one of the biggest complaints I've seen from both games, [besides glitches and performance](#), is that they are also barebones compared to their predecessors.

It is thanks to DLC, their sequels must essentially become clean slates.

A higher number at the end of a series' title typically indicates that there's going to be **more**. Problem is, **there's too much** for the publishers to be comfortable with.

Making a worthy sequel means selling EVERYTHING (DLC included!) from the previous game, plus some.

Doing this under a standard AAA video game price tag (typically ~\$70 USD) is nearly impossible, considering that the total cost of the DLC from the previous installment far surpasses that.

- The total cost of Payday 2 with all DLC included is supposedly **\$97**
- The total cost of Cities: Skylines with base game, deluxe edition upgrade, and all major expansions and map packs, cost supposedly **\$186**
- The total cost of Sims 3 and all DLC is supposedly **\$439**

So publishers have the choice to just sell everything (+ DLC) from the previous game with its prices utterly nuked, or start from scratch.

From [an interview with former Payday dev, Simon Viklund \(bless\)](#):

"Maybe [Starbreeze] could have innovated more? It's playing to their strengths and their audience. It has a huge audience! It's the right thing to do. It's tough to compete with their own product the way that they do. **Payday 2 has so much content.**"

Yes, Payday 2 has a lot of content. A lot of content that could've also been in Payday 3, but doing so would've meant making everything in Payday 2 essentially worthless.



L4D2 - Reflections on the
Last Stand



Deadlock Is Proof Valve
Has Lost It



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